OCT 08 2004
PATENT & TRADEMARK OFFICE
JC06

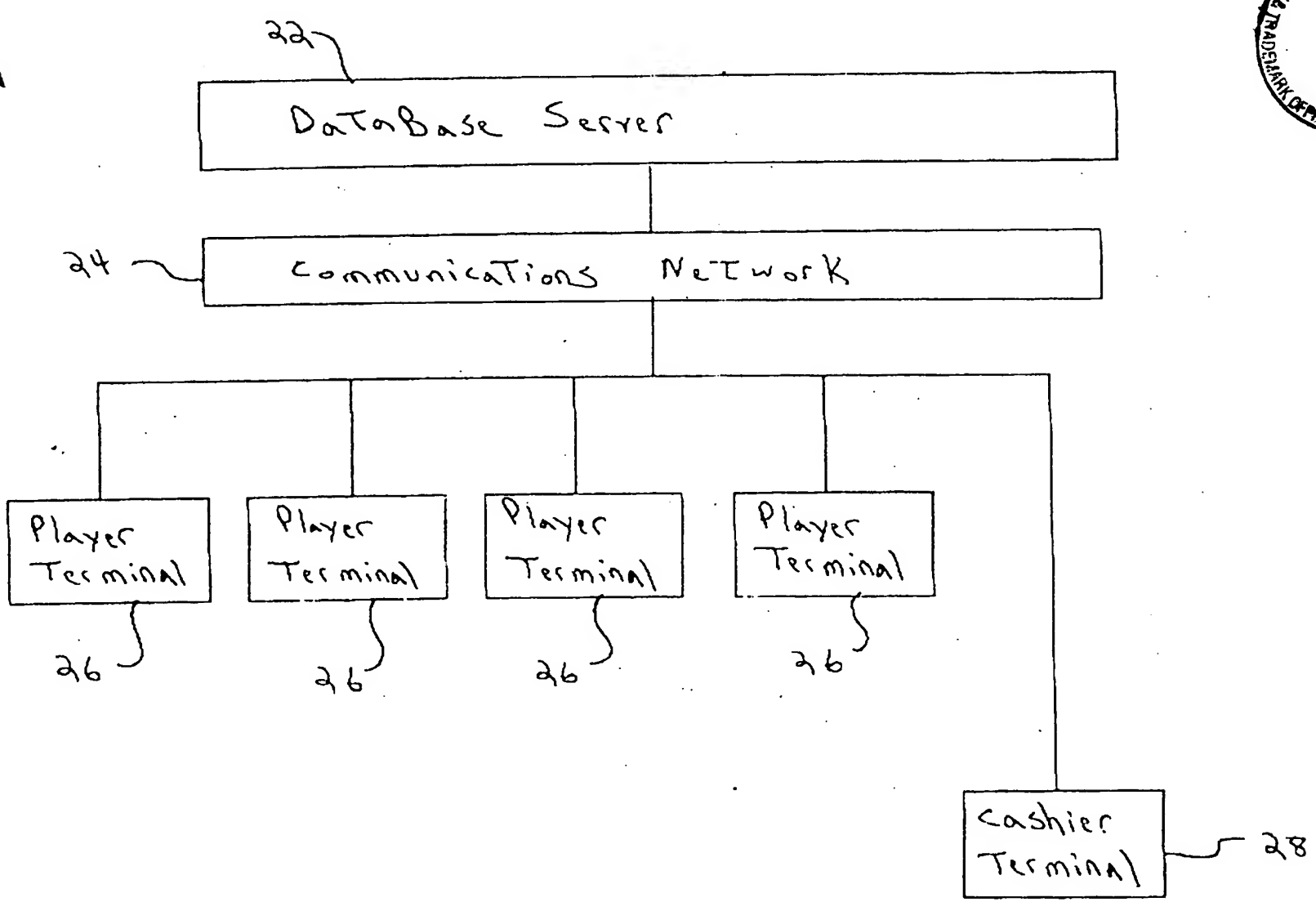

FIG. 1

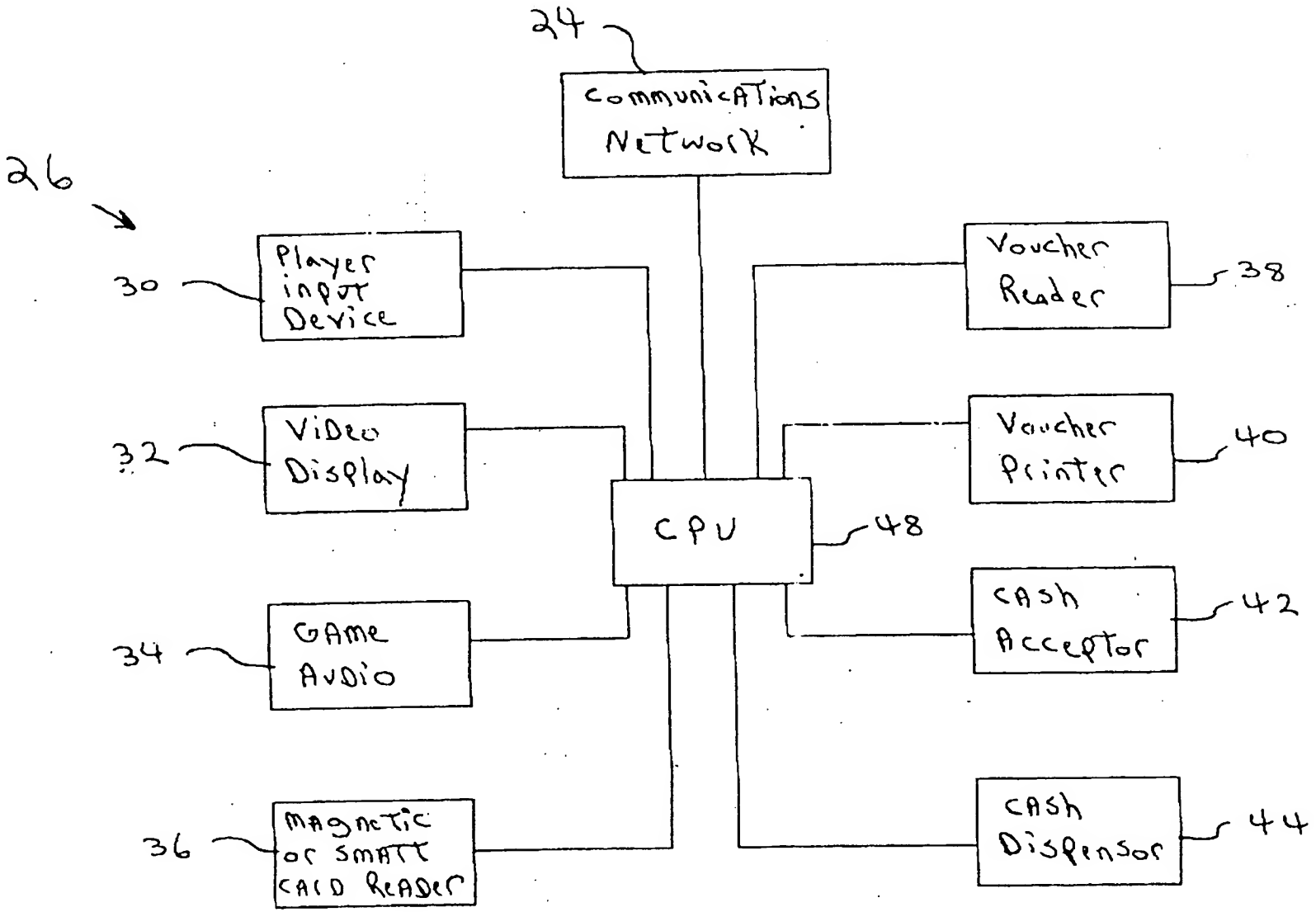
24
Communications Network
26
30
Player input Device
32
Video Display
34
Game Audio
36
Magnetic or smart card Reader
Voucher Reader
38
Voucher Printer
40
CPU
48
Cash Acceptor
42
Cash Dispensor
44

FIG. 2

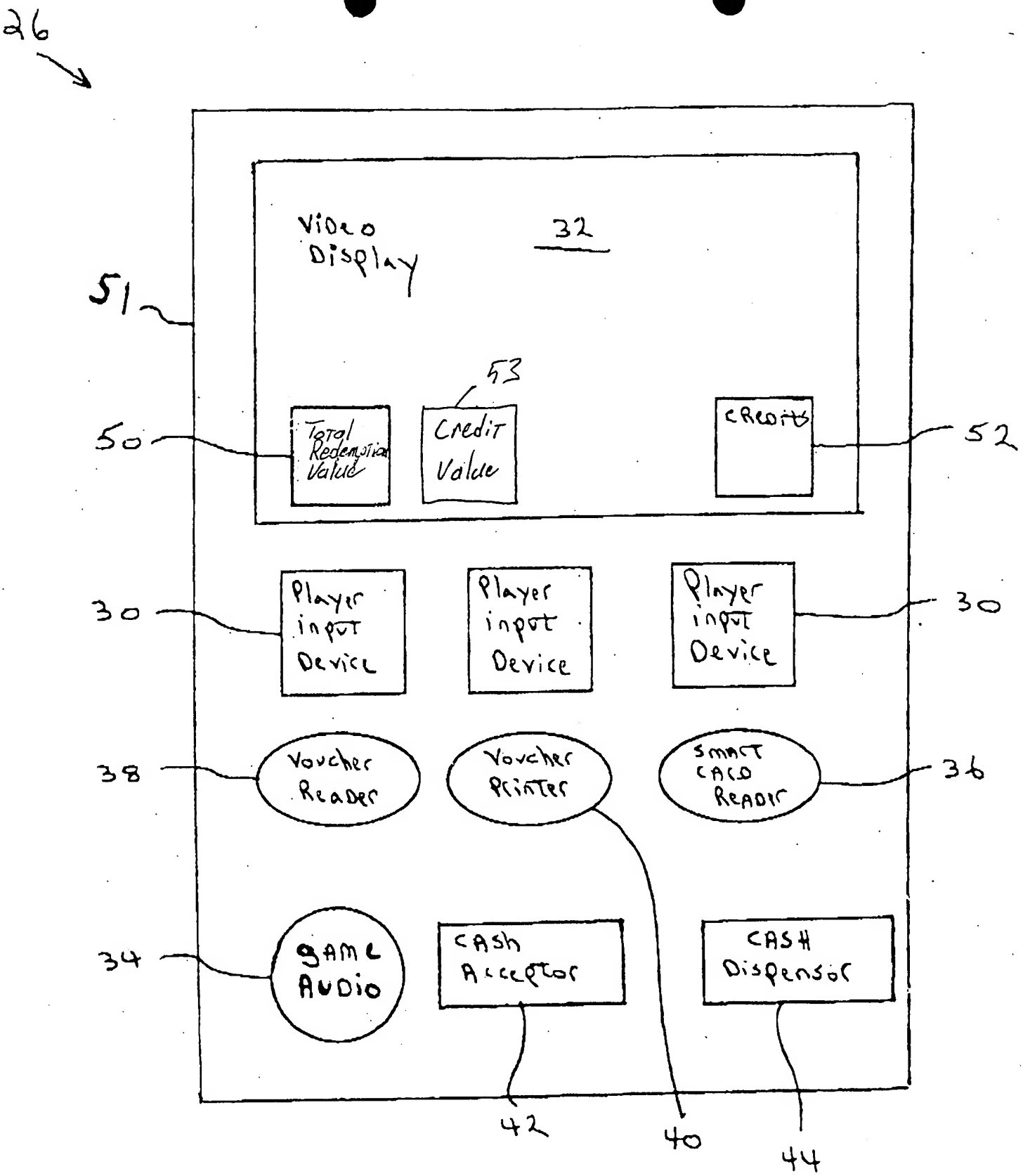
26
Video Display
32
51
53
50
Total Redemption Value
Credit Value
Credits
52
30
Player input Device
Player input Device
Player input Device
30
38
Voucher Reader
Voucher Printer
Smart Card Readir
36
34
Game Audio
Cash Acceptor
Cash Dispensor
42
40
44

FIG. 3

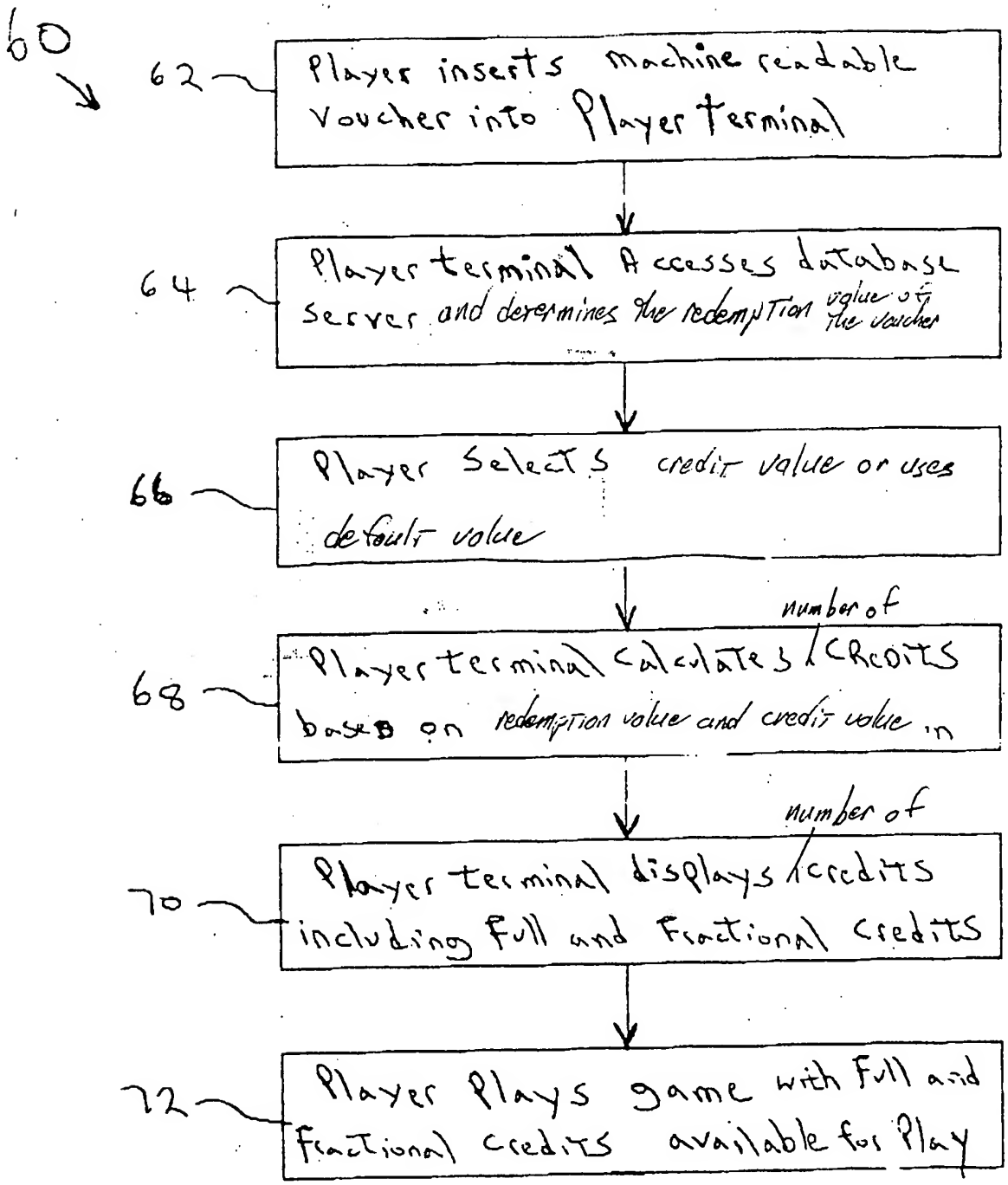
60
62
Player inserts machine readable voucher into Player terminal
64
Player terminal Accesses database server and determines the redemption value of the voucher
66
Player Selects credit value or uses default value
68
Player terminal calculates number of credits based on redemption value and credit value in
70
Player terminal displays number of credits including Full and Fractional credits
72
Player Plays game with Full and Fractional credits available for Play

FIG. 4

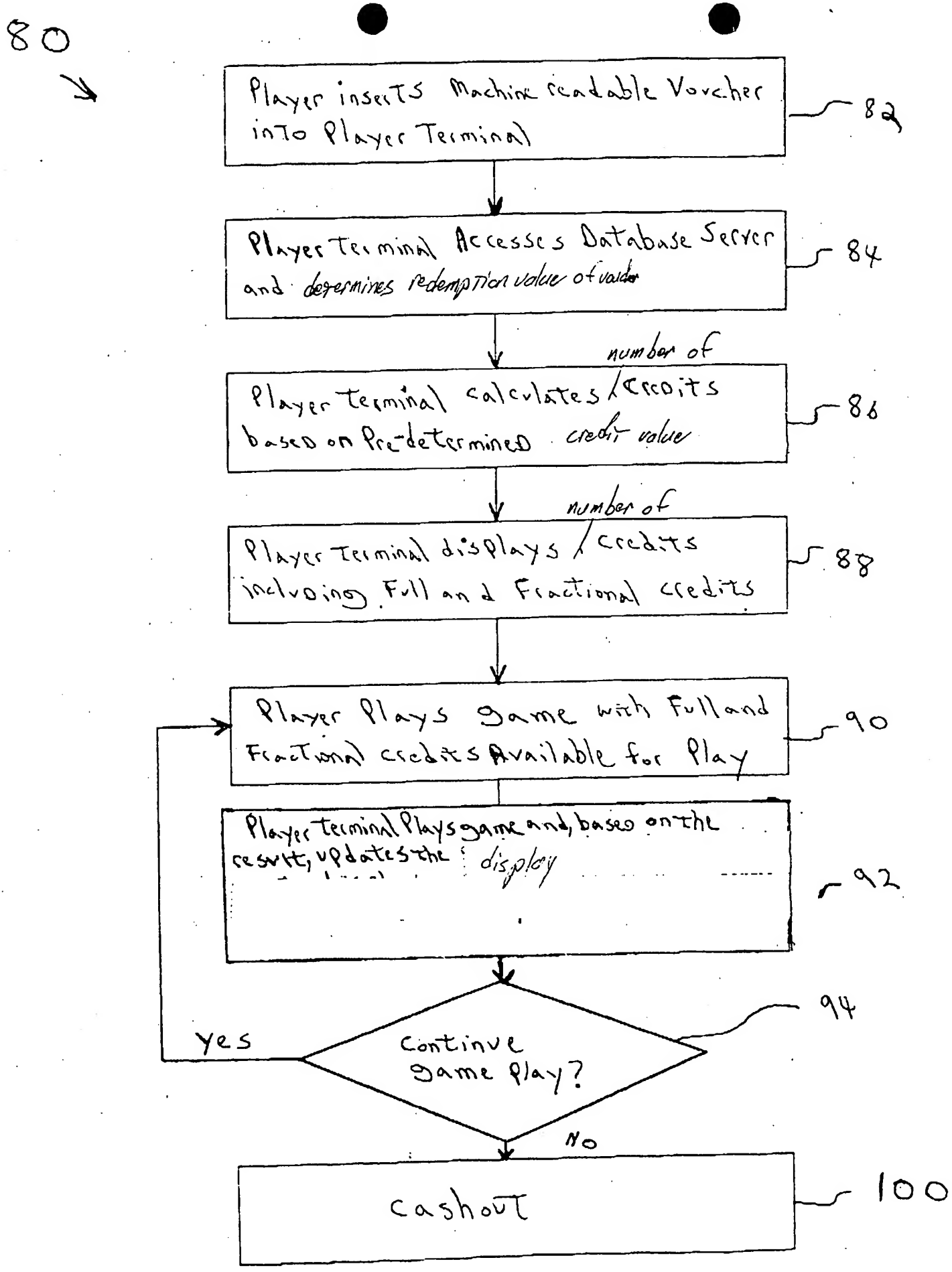
80
Player inserts Machine readable Voucher into Player Terminal
82
Player Terminal Accesses Database Server and determines redemption value of voucher
84
Player terminal calculates number of credits based on Pre-determined credit value
86
Player Terminal displays number of credits including Full and Fractional credits
88
Player Plays Game with Full and Fractional credits Available for Play
90
Player terminal Plays game and, based on the result, updates the display
92
Continue Game Play?
94
yes
No
Cashout
100

FIG. 5

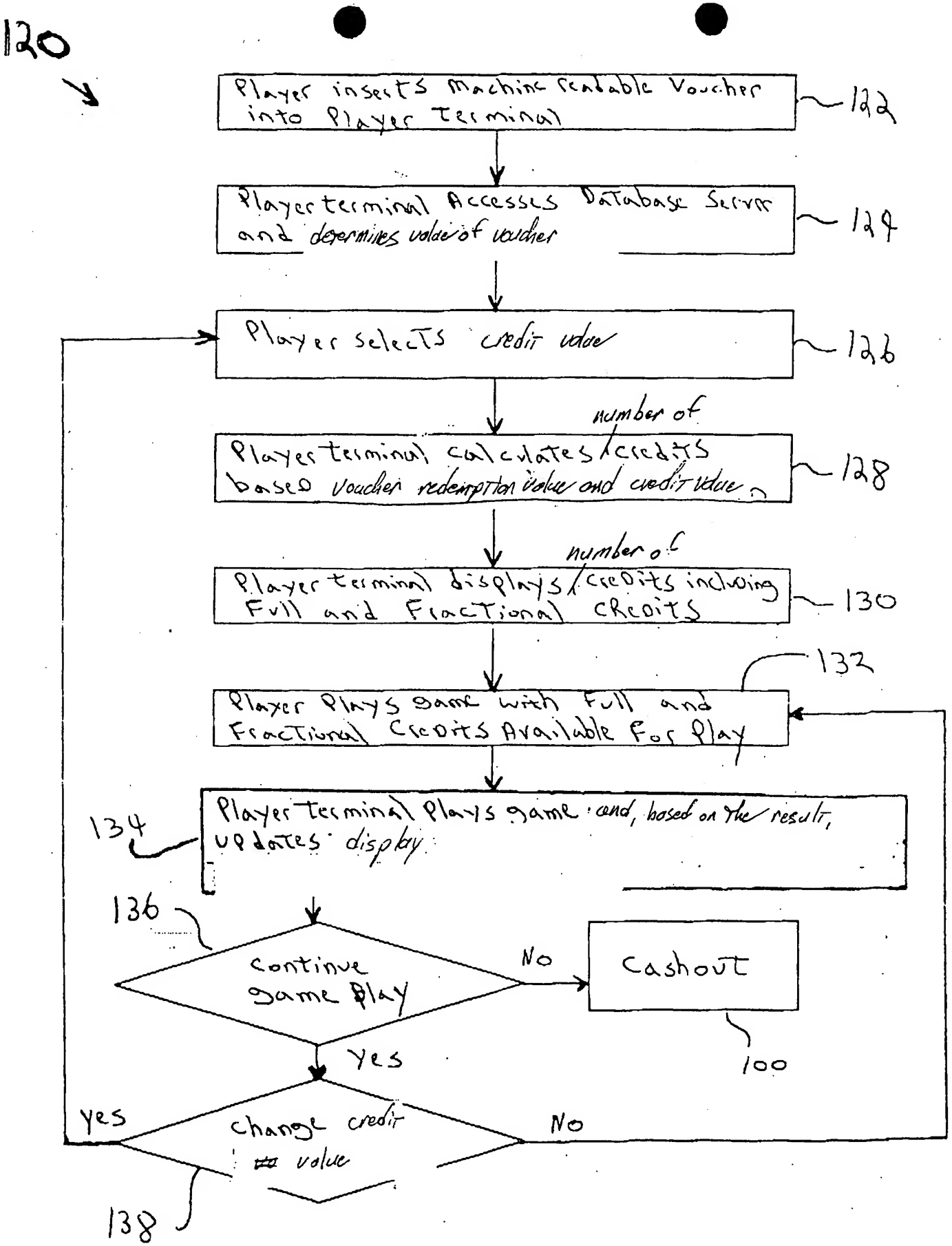
120
Player inserts Machine readable Voucher into Player Terminal
122
Player terminal Accesses Database Server and determines value of voucher
124
Player selects credit value
126
Player terminal calculates number of credits based voucher redemption value and credit value
128
Player terminal displays number of credits including Full and Fractional credits
130
132
Player Plays game with Full and Fractional Credits Available For Play
Player terminal plays game and, based on the result, updates display
134
136
Continue game play
No
Cashout
100
Yes
Yes
change credit value
No
138

FIG. 6

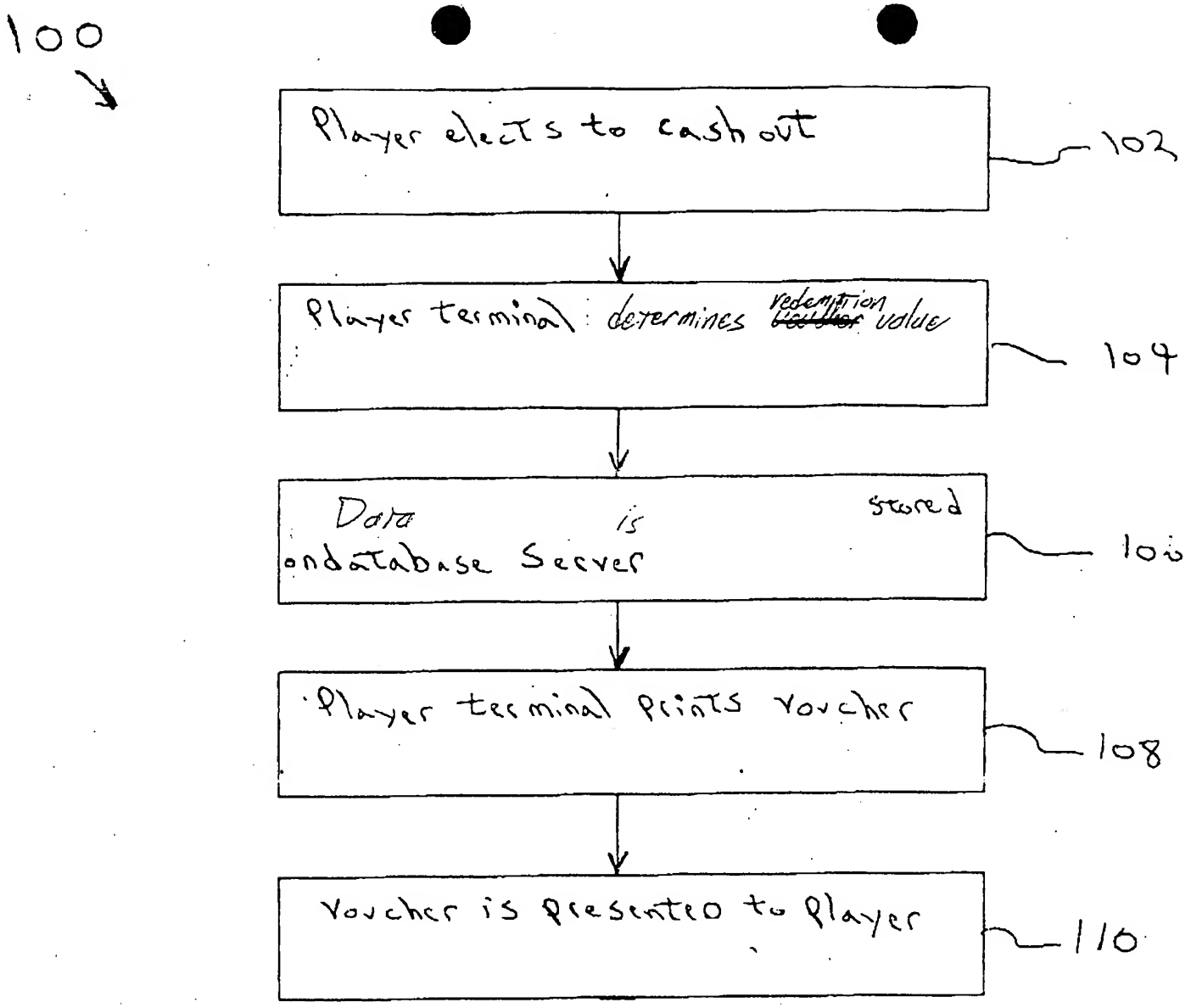
100
Player elects to cash out
102
Player terminal determines redemption value
104
Data is stored on database Server
106
Player terminal prints voucher
108
Voucher is presented to player
110

FIG. 7

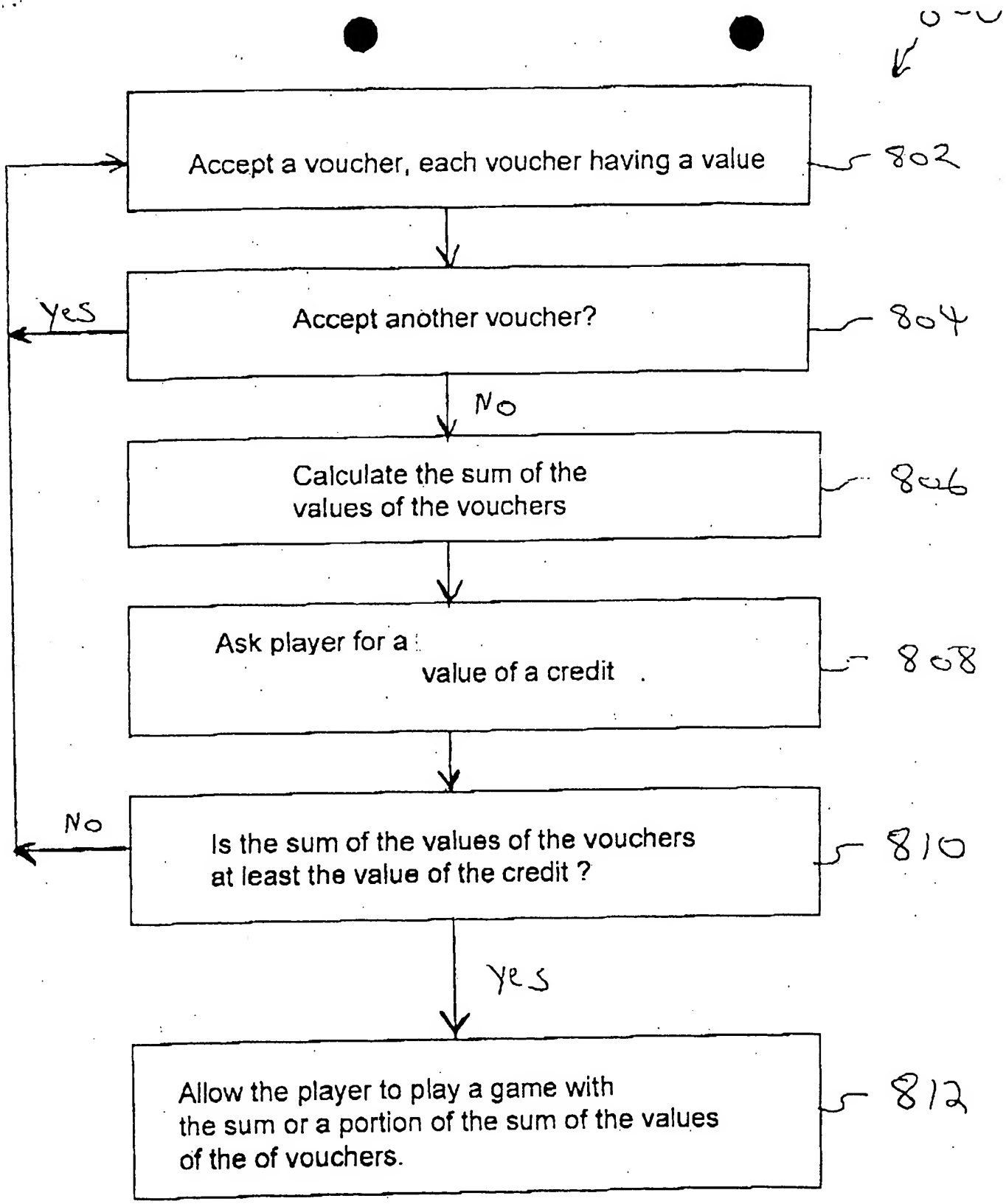
800
Accept a voucher, each voucher having a value
802
Accept another voucher?
804
Yes
No
Calculate the sum of the values of the vouchers
806
Ask player for a value of a credit
808
Is the sum of the values of the vouchers at least the value of the credit ?
810
No
Yes
Allow the player to play a game with the sum or a portion of the sum of the values of the of vouchers.
812

Fig. 8